

St. Paul Municipal Athletics 2009-10 18U Junior Boys Basketball Rules

**Minnesota State High School League Rules governing basketball
will apply with the following exceptions:**

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| TIME | The game will consist of two- 20 minute running time halves, with stop time the last two minutes of each half. |
| TIME-OUTS | Each team will have 2 time-outs per half with NO carry-over. They may be called by a player or coach. |
| OVERTIME | If a game is tied at the end of regulation, ONE 2-minute stop-time overtime period will be played. Each team will have ONE time-out during the overtime. Games tied at the end of the overtime period will remain ties for the standings. |
| COACHES BOX | Coaches may stand/walk IN the coach's box the entire game if they wish. IF a coach is assessed one direct or two indirect technical fouls, he/she is confined to the bench for the remainder of the game. NOTE - A coach who is assessed two direct, or three indirect technical fouls will be ejected from the game. |
| EJECTIONS | REGULAR SEASON – High School Rule. Municipal Athletics reserves the right to impose additional consequences as warranted. PLAYOFFS – Any player, coach, or other person that has been ejected during a game will not be allowed to participate for the remainder of the playoffs. Municipal athletics reserves the right to impose additional consequences as warranted. |

NO DUNKING -- Before, during, or after the game. Player ejection is AUTOMATIC. If a backboard is broken from someone dunking, that person and team will be responsible for damages incurred and will be suspended until resolved.